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MOBILE COMMUNICATOR APP

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ABSTRACT

A mobile app is a software application used for developing small, wireless computing devices such as cellphones and tablets, as opposed to desktop or laptop computers. Mobile technologies have been considered beneficial for supporting learning activities to facilitate learning by applying mobile technology and appropriate learning procedures, which can help students facilitate mobile learning process and achieve their educational goals. To implement the college portal in which the staff are allowed only to update and edit the details. The students are only allowed to view the updated details of the college events and subject materials. By using GPRS concept the students are allowed to view the details from their phone itself. By using this technique, the students are able to view the updation from long distance also. Also the admin will have the access privileges to add and remove the contents or details.

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INTRODUCTION

As mobile devices such as smartphones, PDAs and tablet PCs are becoming increasingly popular, mobile applications exert a great influence on the way people communicate and access information as well as way in education.

Students are increasingly in a position to get engaged in collaborative learning activities motivated by their time and circumstances of personal preferences. CSCL (Computer Supported Collaborative Learning) and mobile collaborative learning are frequently faced with problems such as ineffectiveness and inefficiency.

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Mobile technologies have been considered beneficial for supporting learning activities to facilitate learning by applying mobile technology and appropriate learning strategies, which can help students facilitate mobile learning and achieve their educational goals.

In addition, findings of previous researches have shown that the provision for support of Group Support System (GSS) technology can benefit the effectiveness, efficiency of collaboration. Meanwhile, process support applications (PSA), as a collaborative software application, might make it possible to provide sufficient collaboration expertise to students, which enables them to collaborate and "facilitate in a box" without a facilitator and without extensive training.

Despite previous studies focused on the issue of mobile learning or the issue of software in computers and laptops, little research indicates what kind of mobile collaboration application is suitable and practical for university students to collaborate in case study or other group work. Besides, there are a number of challenges for mobile application designers, since mobile collaborative applications are not required to present in stationary collaboration scenarios. Unlike computers or laptops, the mobile devices.

DEVELOPMENT IDEA

In the Existing system, there is no proper updation for the students and staff when they not turned to college. This will led lack of communication and they will suffer in the problem. Also there are no proper access privileges for the staff members. So security is less and the trustworthiness will be decreased. In the Proposed System, by implementing the college portal in which the staff are allowed only to update and edit the details. The students are only allowed to view the updated details of the college events and subject materials and also ask queries using android mobile regarding the information. Since by using GPRS concept the students are allowed to view the details from their phone itself. By using this technique, the students are able to view the updation from long distance also. Also the admin will have the access privileges to add and remove the contents or details.

EXPERIMENTAL ANALYSIS

4.1 E-portal:

In this module, an administrator who will enter all faculty and students information. All these information are stored in the database of the administrator. They will have all the notes, question papers and events etc. The administrator will retrieve all the information from the database itself. Here the faculty will upload the study materials only after getting the approval from the administrator.

Fig. 1: *Main Menu*

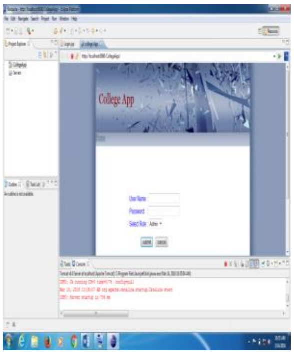


Fig. 2: *Registration Menu*

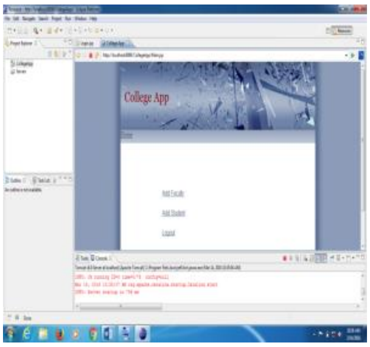


Fig. 3: *Staff Menu*

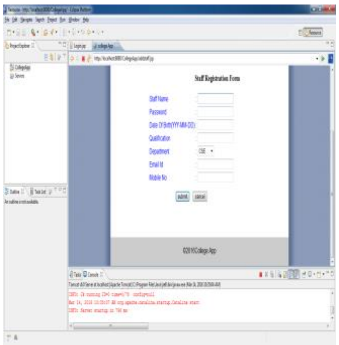
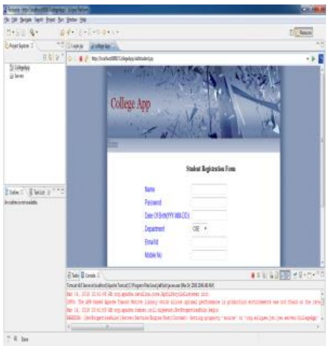


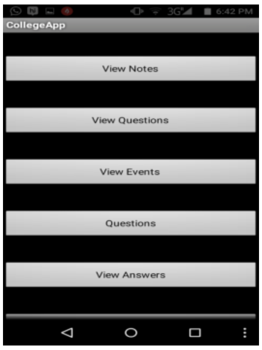
Fig. 4: *Student Menu*



4.2 Reports:

The faculty will upload the reports such as notes, question papers in the web portal. This information will be viewed via both the PC and android Smartphone. This information is uploaded in the web portal only after getting the approval from the administrator.

Fig. 5: *Report Menu*



4.3 Events:

In this module, the faculty will add the information in the E-notice board. So that the students can able to view the content from the web link and from the android Smartphone

4.4 Contact faculty:

If the students want to contact the faculty and the students will just send the faculty name and their information. So that the information will be passed to the faculty and the faculty will reply for the query via android mobile.

Fig. 6: *Report Menu*

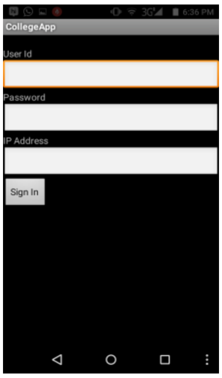
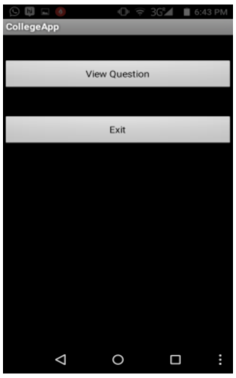
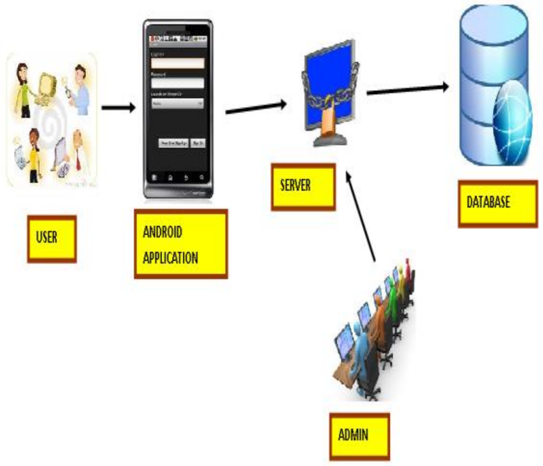


Fig. 7: *Question Menu*



4.5 Architectural Diagram

Fig. 8: *System overview*



FUTURE SCOPE

This paper can be developed with various contents such as attendance module and video streaming. The various features within this application like events and student queries can also be extended

RESULTS

The main contribution of this research is the design and development of mobile communicator application. This paper will help the students to obtain notifications from the admin. It also help likewise push the staff by giving a helpful framework to communicate with the students and inform them about upcoming submissions and events.

CONTRIBUTION

To contribute this paper to this institution and students. When compared to other application, our application can provide a flexible and reusable process for staffs and students communication and it improves the effectiveness and efficiency than other mobile applications.

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